FEATURED
CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

Vol. I No. 5

FEATURED CREATURE

THE ANHKHEG:

Number appearing: 1-6
Description: 10-20 feet long, brown chitin overall, pink underside
Armor class: 2 overall, underside class 4
Movement: 12/6 through ground
Hit die: 3-8 (8 sided die)
% in lair: 25%

Treasure: B2
Squirt acid for 1-6 die of damage according to size
Bite for 3-18 points damage
Magic resistance: none
Alignment: neutral

Continued on page 28

CREATURE . . . from page 12

The Anhkheg burrows through the earth like an earthworm preferring soil rich in minerals and organic matter. Thus it will usually be found in forests and choice agricultural land. This causes farmers great consternation since Anhkheg likes to supplement its earthy diet of soil with a bit of fresh meat, human or otherwise. Since its mouth is not designed to rip and tear meat its mandibles crush its prey and secrete a digestive enzyme causing an additional 1-10 points per turn until the prey is completely dissolved. If sorely pressed in battle it is able to squirt its digestive acids 30 feet once per six hours. However when it does this it cannot digest anything for the same length of time, so it will usually bite. The Anhkheg's favorite method of attack is lying 5-10 feet underneath the ground until its antenna detect a likely victim passing overhead. Then it burrows out directly underneath the prey and CRUNCH.

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COVENS . . . from page 9

d) Will grant 1 wish (70%) or 2 wishes of limited power/week.
e) Increases chance of finding an opponent's lair by 10%. If the lair is found, the charm enhances chances of finding each category of treasure by either 20 percent (75% chance of this) or 50 percent. Note the charm does not affect the **amount** of treasure, only the chance that coins, gems, etc. will be **present.**

After determining how good your charm is in each category, keep a record of the results. Not a!! charms are the same.

3 • MIRROR-CRYSTAL

Usable by a!! characters, this beautiful silvery gem serves as magic armor against certain subtle spells. When held in our hand, put in clothing, or mounted on shields, swords, rings, wands, helmets, etc. it provides you with complete protection against Charm/Hold Person-Monster, a!! Sleep spells, paralization, curses, and all control agents (i.e., potions, rings, staves, and spells).

The origin of these precious stones dates back to a very ancient wizard who needed to shield his castle guards from crafty intruders. As time passed they fell into the hands best suited to subtle magic: witches!

4 • AMULET OF POWER

Usable by clerics, witches, and magic-users, this object serves to periodically boost latent magic energies. One day each week, the number of spells (of each level) you may perform, and the range, duration, and power (dice, area, number affected, etc.) of those spells, will increase by 50%! An Enchanter could, for example, do 6-4-3-1 spells on one day a week, rather than the usual 4-3-2-1. (Always drop fractions when calculating a fifty-percent.) Due to the increase in power, reduce a target's saving throw by -3.

Upon acquiring the device, a new user must wear it for 30 consecutive days before it adjusts properly to his mental capacities. After that period the amulet will be fully functional, but any attempts to make use of the power boost before the month is out will be in vain.

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RESEARCH . . . from page 26

18. A wizard, witch, patriarch or matriarch can embed spells in distress. The wizard simply speaks the Power Word of Distress and drains one or more of his spells into the magic item. The item gains and the wizard loses the spell. Of course, the wizard can always relearn the spell, or pick up another to replace it, using rule 1.
19. A Wizard Blade or True Ring has an intelligence equal to the higher of (1) the prime stat. of its creator or (2) the number of levels that its creator lost as a result of its creation. The Wizard Blade or True Ring has an ego equal to its intelligence.
20. Any player character may sacrifice magic items to his or her gods in the hope that the god will reward him or her with aid, increased experience or perhaps increased stats. The magic item is consumed by the god and removed from the game. The gods may not answer, but this is a great way to keep your magic items out of enemy hands.

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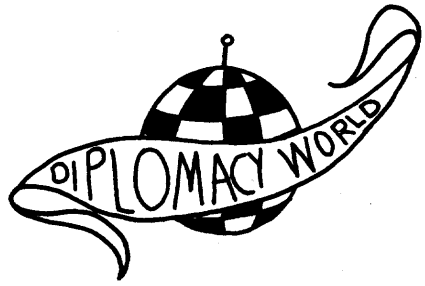

DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter Buchanan, R. R. #3, Box 324, Lebanon, IN 46052 and subsidized by the Avalon Hill Game Company. The purpose of each 40-page offset issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, zine news, listing rating systems, game openings, and printing a complete variant game and map with each issue. Subs are $4.00 ($4.50 foreign) with single copies $1.25 each (payable to Walter Buchanan).

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FEATURED CREATURES

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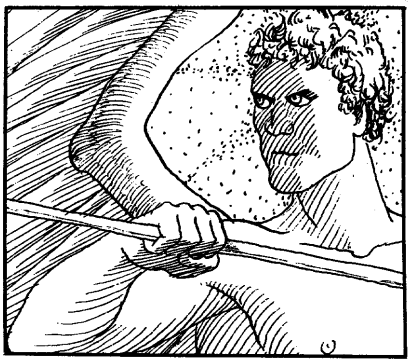

by Gary Gygax

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With one or two exceptions, new monsters published in DRAGON™ Magazine are not *official.* All that means is that they are not approved for use with either the AD&D™ game system or the D&D® game system. In fact, most will never see additional exposure— certainly not in the former game and unlikely in the latter. So such monsters are all right, but they are not as useful as official ones. For the past few years, the only new source of such monsters has been modules. The FIEND FOLIO™ Tome certainly expanded things when it was released, but thereafter there has again been a dearth of official new creatures. For a time, at least, this column will alleviate the problem.

As many of you Good Readers are aware, I am at work on a second volume of the AD&D Monster Manual. Of course, some of the creatures therein will be of the rather unextraordinary sort, monsters and creatures needed in play but not noteworthy otherwise. These sorts of monsters will not appear herein; instead, these will be the most interesting or useful ones. The statistics and descriptions given will be essentially the same as they will appear in Monster Manual Volume II. Without further ado, I introduce to you the minions of Good, the Devas!

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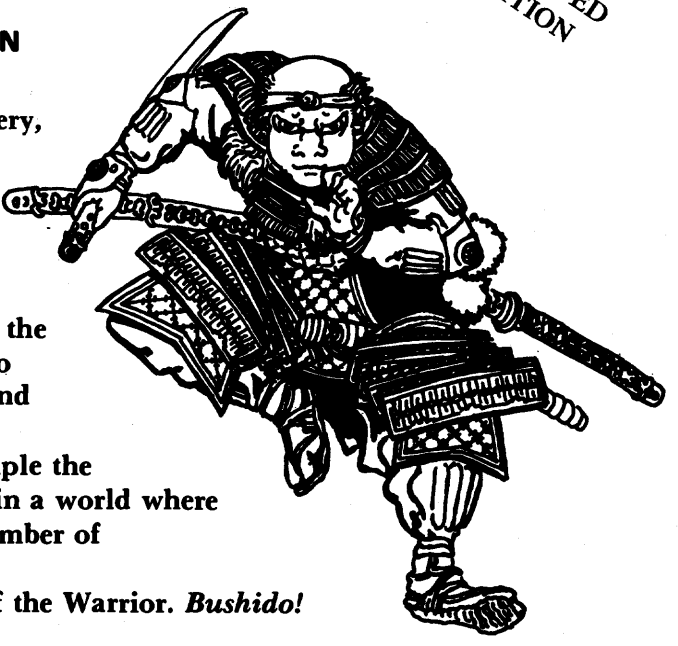

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DEVA

The race of devas inhabit the upper Outer Planes of Good. Devas are servants and messengers of the various deities of good alignment; i.e., some devas are lawful, some chaotic, some neutral, but all are good. Devas are by no means the most powerful creatures on the planes they inhabit, although there is no question that they are powerful minions of Good. (Cf. *Planetar, Solar).*

All devas are able to travel about the planes of good alignment, although those of lawful nature will be found doing so only when obeying some instruction from a deity, and even chaotic devas seldom journey from place to place except in service. All devas can become ethereal as well (although only one sort can travel astrally except when commanded by a deity). They generally operate equally well in any environment, including water.

When on the Prime Material plane or any Elemental plane, only the material body of a deva can be destroyed. The spirit of the deva is invulnerable and will return to its own plane instantly upon destruction of its fleshy form, there to remain for a decade, regaining the power necessary to again form a corporeal body. Note, however, that when on any other plane, all devas are subject to actual death.

No deva will ever negotiate with beings or creatures of evil nature, although non-lawful devas might strike a bargain with non-evil neutrals. A deva can usually evaluate opponents so as to determine which are most powerful and pose the greatest threat, and attack accordingly. Attacks can be divided between opponents during a round if the deva so desires.

General Characteristics

All devas can perform the following spell-like powers, one at a time, one per round:

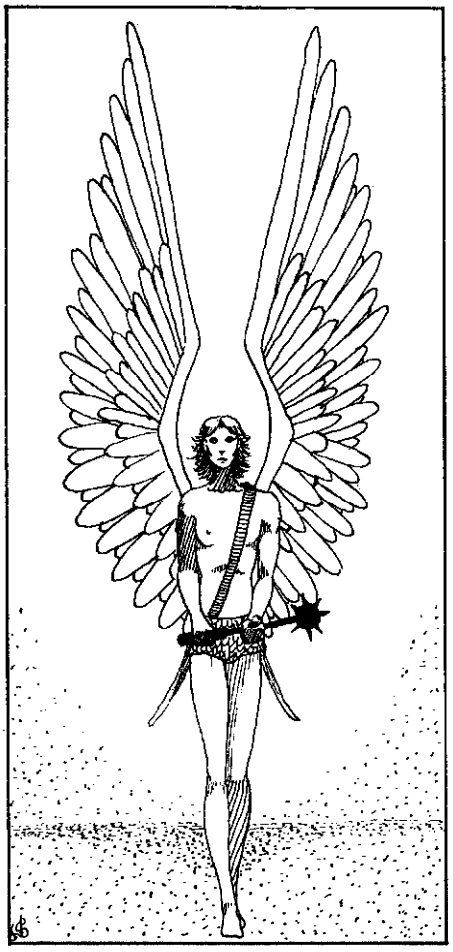
Cure disease (3/day)
Cure light wounds (7/day)
Cure serious wounds (3/day)
Detect evil
Detect illusion
Detect magic
Detect traps (7/day)
Dispel magic (7/day)
Etherealness
Heal (1/day)
Know alignment
Invisibility (individual or 10' radius)
Light (effect varies)
Polymorph self
Read magic
Remove curse
Remove fear
Teleport (no error)
Tongues
Ultravision

Devas are affected by the listed forms of attack as noted below:

Attack form	*Max. damage*
acid	full
cold	none
electricity	none
fire (normal)	none
fire (dragon, magical)	half*
gas (any)	none
iron weapon	none†
magic missile	none
petrification	none
poison	none
silver weapon	none†

*Exception: Monadic devas are not affected by fire of any sort.

†Unless the weapon is also magical, in which case damage will be full.



Astral deva

FREQUENCY: *Very rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *-6*
MOVE: *18"/42"//15"*
HIT DICE: *9 + 36*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *4-15/4-15 (+6 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Genius; Wisdom 20*
ALIGNMENT: Good
SIZE: *M (7' tall)*
PSIONIC ABILITY: *210*
Attack/Defense Modes: *ABCE/FGH*
LEVEL/X.P. VALUE: *IX / 10,100+25/h.p.*

Astral devas are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight.

An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of +3 value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of 20 hit points must save vs. magic or be knocked senseless for 1-4 rounds. The weapon also acts as a *Mace of Disruption* (q.v.) wielded by a 9th level cleric.

An astral deva can use all the spell-like powers given in the general description at will, one per round, to the applicable maximums. *Light* shed by an astral deva can extend as far as a 40-foot radius, or be limited to as small as a 4-foot radius, as the creature desires. The *protection from evil* is manifested in a 10-foot-radius sphere of +2 power. An astral deva can also *dispel illusion* or *invisibility* of any *sort, polymorph self,* or *remove curse,* all also one per round. Once per day an astral deva can create a *blade barrier* which will last for up to 7 turns.

Astral devas can never be surprised. It requires a +1 or better magic weapon to harm them. Total vacuum does no harm to astral devas. They are immune to life level loss from undead or magic. Their souls can not be trapped or imprisoned, and they are immune to death spells.

Description: Astral devas are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans. Charisma effect is 20.

Movanic deva

FREQUENCY: *Uncommon*
NO. APPEARING: *1-6*
ARMOR CLASS: *-5*
MOVE: *12"/30"/21"*
HIT DICE: *7 + 28*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *By weapon type (+5 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *55%*
INTELLIGENCE: *Exceptional; Wisdom 18*
ALIGNMENT: *Good*
SIZE: *M (6½' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IX / 7,850 + 18/h.p.*

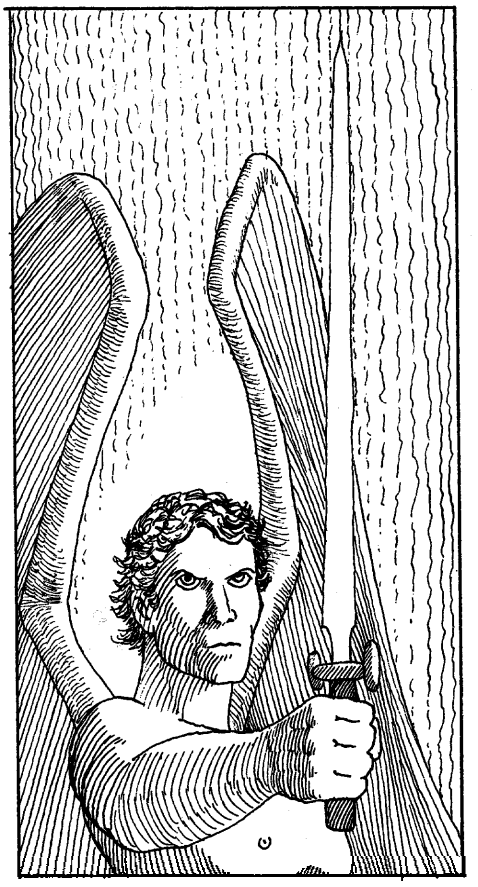
Movanic devas serve primarily on the Material Planes — Negative, Positive, and Prime. The negative energy or positive power is one to them.

A movanic deva typically is armed with a long, slender sword with which it strikes with great rapidity and skill. The weapon generally conforms to the characteristics of a +1 *Flame Tongue* sword with respect to efforts and special bonuses to hit and damage.

A movanic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a movanic deva varies from 2 feet to 20 feet in radius, as desired. The *protection from evil* sphere is one of 10-foot radius and +1 power. A movanic deva can also, at will, one per round, *cause* (or *cure) blindness, detect traps,* and *neutralize poison* (3/day).

Movanic devas can be harmed only by weapons of +1 or better. Plant life of any sort will not (and cannot) harm them. Similarly, normal animals will not willingly attack them. (Reptiles and similar creatures, as well as "monsters," will do so). They are immune to death magic, life level loss, energy drain, and other energy effects of the Negative or Positive Material Planes.

Description: Movanic devas have skin of pale rose color. Their hair is coppery red and their eyes of a metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort. Charisma effect is 18.



Monadic deva

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *-4*
MOVE: *15"/36"//18"*
HIT DICE: *8 + 32*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-12/3-12 (+4 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Genius; Wisdom 19*
ALIGNMENT: *Good*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IX / 8,100 + 20/h.p.*

Monadic devas are usually employed in the Ethereal Plane and the Elemental Planes. Any environment is home to these creatures.

A monadic deva normally carries a metal rod equal to a +2 weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck, such as one of solid rock, or an armored opponent, will take double damage on any second hit during a single round of combat.

A monadic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a monadic deva can extend from a 3-foot radius to a 30-foot radius, as desired. The *protection from evil* sphere is a +1 barrier of 15-foot radius. A monadic deva can, at will, one per round, *hold monster* (elementals only, 1 creature, 8 rounds, 3/day) or *project image* (1/day).

Monadic devas can be hit only by +1 or better weapons. They are immune to life level loss from magic or undead, or death magic from any source.

Description: Monadic devas are milky white, with silvery hair and colorless eyes. Their wings are white with a silvery sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build. Charisma effect is 19.

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OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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Last issue this column introduced itself with Devas, the proverbial right hand of the forces of Good. Following the same vein, here are two even stronger powers who faithfully serve the deities of the Upper Outer Planes, Planetars and Solars. Tremble, ye hordes of Darkness, at the mere mention of these shining examples of the Hosts of Justice and Freedom, the Great Servants of Good!

Planetar

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: -7
MOVE: *15"/48"//24"*
HIT DICE: *144 hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *By weapon type (+7 (strength bonus)*
SPECIAL ATTACKS: See *below*
SPECIAL DEFENSES: See *below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Supra-genius; wisdom 21*
ALIGNMENT: *Good*
SIZE: *L (8½' tall)*
PSIONIC ABILITY: *288*
Attack/Defense Modes: *All/a//*
LEVEL/X.P. VALUE: *X/60,000 + 35/h.p.*

A Planetar is one of a powerful spirit group numbering not fewer than 100 which serve the deities of Good alignment. One or more will typically serve as the right hand of a minor deity, while numbers of planetars will attend a major deity. These creatures inhabit the Upper Outer Planes of Good but can actually travel to any plane except the lowest (the Hells, Gehenna, Hades, Tarterus, the Abyss). If commanded by their deity, they can, in fact, enter even the lowest planes of evil. Only a *Solar* (see following page) is more powerful in the cause of good.

Planetars can be of any Good alignment, either lawful, neutral, or chaotic. Their specific alignment is determined by the master they serve.

Each planetar has three attacks per round, typically with a bastard sword (of a type usable only by planetars) equal to a +4 weapon with both *Defender* (q.v.) and *Wounding* (q.v.) qualities, the latter effective only against creatures of Evil. For purpose of attack determination, consider each planetar to have a dexterity of 21 and 17th-level fighter ability.

All planetars have spell-like abilities equal to those of a 7th-level cleric and 7th-level druid. In addition, they each have the following spell-like powers which can be used one at a time, one per round, at will:

Animate object (1/day)
Blade barrier (3/day)
Continual light (up to 10" rad.)
Control weather (1/day)
Dispel evil (3/day)
Dispel illusion (7/day)
Dispel magic (3/day)
Earthquake (1/day)
Etherealness
Feeblemind (1/day)
Fire storm (1/day)
Flame strike (3/day)
Heal (3/day)
Holy word (1/day)
Improved invisibility (up to *10' rad.)*
Insect plague (1/day)
Limited wish (1/day)
Polymorph self
Raise dead (3/day)
Read magic
Remove curse
Remove fear
Resist cold (double effect)
Resist fire (double effect)
Restoration (1/day)
Shape change (1/day)
Speak with dead
Symbol (any) (1/day)
Teleport (no error)
True seeing (3/day)
Weather summoning (1/day)
Wind walk (7/day)

Each planetar casts a globe of *protection from evil* +2 of from individual to a full 40' radius, as desired. The maintenance of the area is automatic. A planetar can *commune* at need. Each can always *cure (blindness, deafness, disease* or *light wounds)* by touch. They automatically *detect (evil, illusion, invisibility, lie, magic* or *traps).* Each can automatically *know alignment.* A planetar can communicate by *ESP* or *tongues* as well as read any language. Each has infravision to 12" and ultravision of double normal range. Once a day a planetar can *gate* in the indicated number (1-3,1-4, or 1-6) of the appropriate sort of deva *(q.v.)* —astral, monadic, or movanic. They can *summon* the following creatures once per day: lawful good, 1-4 couatl; neutral good, 1-2 baku; chaotic good, 1-2 androsphinx. *(Editor's note: The baku will be described in an upcoming column.)*

Planetars are affected by the attack

forms indicated for devas *(q.v.).* Only +4 or better weapons affect them. They are never surprised. They are immune to life level loss, from undead or magic. They can not be *beguiled, charmed, confused, dominated,* or *feebleminded.* Their souls can not be imprisoned or trapped. They are immune to death spells.

Planetars regenerate at a rate of 4 points per round. Unless they are on the Upper Outer Planes, only the material body of these creatures can be harmed. The planetar's spirit will then return to its own plane to reform and become corporeal again. This process requires four decades.

Psionic abilities of a planetar are as follows: *Animal Telepathy* (14th level); *Aura Alteration; Body Control; Body Equilibrium; Body Weaponry* (9th level); *Mass Domination* (17th level); *Mind Bar* (17th level); *Molecular Agitation; Precognition; Reduction; Telekinesis* (17th level); *Telepathic Projection.*

Description: A planetar appears as a tall and powerful humanoid. In material form the skin is opaline, the head hairless, and the eyes glowing blue. The wings are double and likewise opaline. Charisma effect is 21.

Solar

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *-9*
MOVE: *18"/40"//18"*
HIT DICE: *177 hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *4*
DAMAGE/ATTACK: *By weapon type (+12 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *85%*
INTELLIGENCE: *Supra-genius; wisdom 24*
ALIGNMENT: *Good*
SIZE: *L (10' tall)*
PSIONIC ABILITY: *354*
Attack/Defense Modes: *All/all*
LEVEL/X.P. VALUE: X/95,000 + 35/h.p.

A Solar is the most powerful of spirits, usually directly serving a greater deity of Good alignment, typically as his or her marshal, steward, or like office. On rare occasions, a solar will be found attending a lesser deity. There are at least 24 solars. They can go to any plane, but do so only in service to their deity.

As with devas *(q.v.)* and planetars *(q.v.),* solars can be of any Good alignment, either lawful, neutral, or chaotic. They are totally faithful and unswerving in their alignment and loyalty.

Each solar has four attacks per melee round. Each has a huge composite bow (36" range) and various *Arrows of Slaying.* Each also has a sword equal to a two-handed weapon (of a type usable only by solars) equal to +5 with qualities of *Dancing (q.v.)* and *Sharpness (q.v.).* The former function operates sans severing. For purposes of attack determination, consider each solar to have a dexterity of 24 and fighter ability of 17th+ level.

All solars have spell-like abilities equal to those of a 12th-level cleric, druid, magic-user, and illusionist. In addition, they each have the following spell-like powers which can be used one at a time, one per round, at will:

Animate object (3/day)
Antipathy/Sympathy (3/day)
Astral Spell (1/day)
Confusion (3/day)

Control Weather
Creeping Doom (1/day)
Drawmij's Instant Summons (double effect)
Earthquake (3/day)
Finger of Death (1/day)
Fire Storm (1/day)
Holy Word (3/day)
Imprisonment (1/day)
Improved Invisibility
Mass Charm (3/day)
Permanency (3/day)
Polymorph Any Object (1/day)
Polymorph Self
Power Word (1each/day)
Prismatic Spray (1/day)
Read Magic
Regenerate (1/day)
Restoration (1/day)
Resurrection (3/day)
Shape Change (3/day)
Symbol (any) (3/day)
Teleport (no error)
Vanish (3/day)
Vision (1/day)
Wind Walk (7/day)
Wish (1/day)

Each solar casts a globe of *protection from evil +3* from individual to a full 70' radius, the size being willed but the protection otherwise maintained automatically. This sphere also serves as *protection from normal missiles* and a *minor globe of invulnerability* as well. A solar can *commune* as needed. Each can always *cure* (any sort) by touch, *detect* (any sort, automatically), and *dispel* (any) by gaze. When laying hands upon a creature, a solar can bestow perfect adaptation to any environment for up to as long as a century. Each solar can automatically *know alignment.* Each can communicate via *ESP* or *tongues,* as well as having the ability to read and comprehend any sort of languages. Solar infravision extends to 24" and ultravision to triple normal range. Hearing and normal vision is double human norm.

A lawful good solar can *summon* 1-2 ki-rin; neutral good, 1-2 phoenix; and chaotic good, 1-2 greater titans. *(Editor's note: The phoenix will be described in an upcoming column.)* Such *summons* can be made once every hour. Once per day a solar can *gate* in either a planetar or double the indicated number of the appropriate sort of devas, the option resting with the solar.

Solars are affected by the attack forms indicated for devas *(q.v.),* except that acid does not harm them. Only +5 or better weapons affect them. They are never surprised and always strike first against opponents with less than 22 dexterity. They are immune to life level loss due to undead or magic. They can not be *beguiled, charmed, held, confused, dominated, feebleminded, paralyzed,* or *petrified.* Their souls can not be imprisoned or trapped. They are immune to death spells or death magic. They regenerate at a rate of 7 points per round. Unless on their own plane of service, only the material form of a solar can be destroyed. The solar's spirit returns instantly to its own plane to reform a corporeal body. This requires a full seven decades.

Psionic abilities of a solar are as follows: *Animal Telepathy* (14th level); *Aura Alteration; Body Equilibrium; Body Weaponry* (12th level); *Mass Domination* (24th level); *Mind Bar* (24th level); *Molecular Rearrangement* (16th level); *Object Reading; Precognition; Reduction; Telekinesis* (24th level); *Telepathic Projection* (24th level).

Description: A solar's skin is the color of molten copper, hair color is bronze, and eyes are glowing topaz. The form is beautiful and muscular, and the deep, resonant voice of a solar is commanding. The wings are double and of a copperygold color. Charisma effect is 24.

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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We're on a roll now, Gentle Readers. Although the new creatures featured here are not as powerful as the Planetars and Solars of last issue, the Baku and Phoenix are no mean protagonists for Good. Taken as a group, these champions of weal and right will certainly balance any possible tendency towards Evil brought about by the inclusion of so many monsters from the Lower Outer Planes without inclusion of their opposite numbers from above. Next time we'll deal with some of the more mundane monsters, of the sort usually encountered by adventurers in the dank passageways of a foreboding dungeon.

Baku

FREQUENCY: *Rare (Very rare)*
NO. APPEARING: *1 (2-5)*
ARMOR CLASS: *-2*
MOVE: *21"*
HIT DICE: *12 + 12*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil (see below)*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *3-18/2-12/2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Exceptional - Genius*
ALIGNMENT: *Neutral good*
SIZE: *L (9' tall at shoulder)*
PSIONIC ABILITY: *180 + 2-24*
Attack/Defense Modes: *BE/FGI*
LEVEL/X.P. VALUE: *IX / 4,900 + 18 / h.p.*

A baku is seldom seen in the wild, for most move invisibly in the communities of man. On the Prime Material plane, Baku prefer dwelling in semi-tropical forests, and there groups will sometimes be encountered. Baku hate evil and will subordinate their usual timid and peace-loving nature to combat malicious monsters. In this aspect, they secretly dwell amongst and serve the interests of humankind. Their true home is the Upper Outer Planes of Neutral Good.

Despite its size and bulk, a baku can move rapidly. It attacks by means of a goring butt and two stomping attacks with the forelegs, the latter possible only against opponents of man-size or under 6 feet in height (if four-legged, etc.). A baku can use simple devices, such as weapons or wands, in its short, prehensile trunk, so one will often have some magic weapon or device when attacking.

Baku have the power to become *invisible* at will and to remain thus until some action breaks the dweomer. Baku can become ethereal and travel in this mode. They can also travel astrally.

Baku possess the following psionic powers: *Animal Telepathy* (12th level of mastery), *Body Control* (6th), *Body Equilibrium, Cell Adjustment* (12th; as fighter), *Detection of Good/Evil* (12th), *Reduction* (12th), and *Shape Alteration.*

The trumpeting roar of a baku causes all evil-natured creatures within a 4" radius to take 1-8 points of damage and make a saving throw *vs. paralyzation* or flee in panic as if affected by a *fear* spell from a 12th level magic-user. Baku can roar thus but once every four melee rounds.

Description: Baku have elephant-like heads with a trunk of only 4' or so in length. A pair of upward-thrusting tusks jut from the nearer portion of the lower jaw, curving slightly backward. The forelegs are stout and rhinoceros-like, while the rear legs are rather leonine. The body is draconian, terminating in a short tail. The back is scaled in horny platelets.

Phoenix

FREQUENCY: *Very rare*
NO. APPEARING: *1 (1-4)*
ARMOR CLASS: *-3*
MOVE: *6"/39"*
HIT DICE: *20*
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1 or 2*
DAMAGE/ATTACK: *2-12 or 1-8/1-8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *50%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Neutral good*
SIZE: *M*
PSIONIC ABILITY: *See below*
Attack/Defense Modes: *See below*
LEVEL/X.P. VALUE: *X/ 12,800+ 30/ h.p.*

The phoenix, so rarely seen on the Prime Material plane, is native to the Upper Outer Planes of Elysium. Of course, the phoenix is quite capable of dwelling in nearly any climate or even the void, since cold, heat, and like conditions do not harm the creature. However, a phoenix prefers beauty and sylvan peace, so it will typically be found only in such places on the Prime Material Plane. Unfortunately, the feathers of the phoenix command an average of 50 g.p. each; its gem-like beak, talons, and eyes will go for a hundred times that, and its body is prized by alchemists seeking to make certain potions. Thus, an already rare creature is rarer still.

A phoenix in flight attacks with both of its diamond-hard talons. When on the ground it has but a single attack with its long, sharp beak. However, being both intelligent and magical, a phoenix usually opts for more effective measures of attack and defense.

The piercing whistle of a phoenix enables it to act first in melee, since opponents within a 30' radius are so affected by the sound as to give the phoenix a +3 advantage on its initiative die. With this advantage, the creature can use any of the following spell-like powers, one at a time, one per melee round, at 20th level:

Affect normal fires, Audible glamer, Blink, Blindness, Blur, Call woodland beings (1/day), *Control temperature, 10' r., Continual light, Color spray* (3/day), *Dancing lights, Duo-dimension* (1/day), *Find the path* (1/day), *Find traps, Fire charm, Fire quench* (1/day), *Fire seeds* (1/day; see paragraph below regarding defense), *Fire shield, Fire storm* (1/day; see below), *Heat metal* (3/day), *improved invisibility, Incendiary cloud* (1/week; *see* below), *Misdirection, Neutralize poison* (1/day), *Polymorph self* (3/day), *Produce fire, Pyrotechnics, Reincarnate* (1/day), *Remove curse, Remove fear (10' r.), Snake charm, Veil* (1/day), and *Wall of fire* (1/day).

Additionally, the dance of a phoenix acts as a double-strength *exorcise* (40th level) spell and is effective against all but the greatest of evil magics— such as that of an artifact or relic. The phoenix needs only to spread its wings and voice a call to *dispel illusion* or *dispel magic.*

A phoenix automatically *detects evil, detects charms,* and *detects magic.* It radiates a 10' radius *protection from evil.* The creature can become *ethereal* and travel astrally or ethereally. It can be hit only by +3 or better weapons.

The phoenix can never be surprised. it has infravision to 120' and double normal ultravision. A touch of its wing is equal to a *cure light wounds* spell, with two touches possible for any given individual per day from the same phoenix. Similarly, a touch of the bird's comb gives an effect equal to *cure disease.*

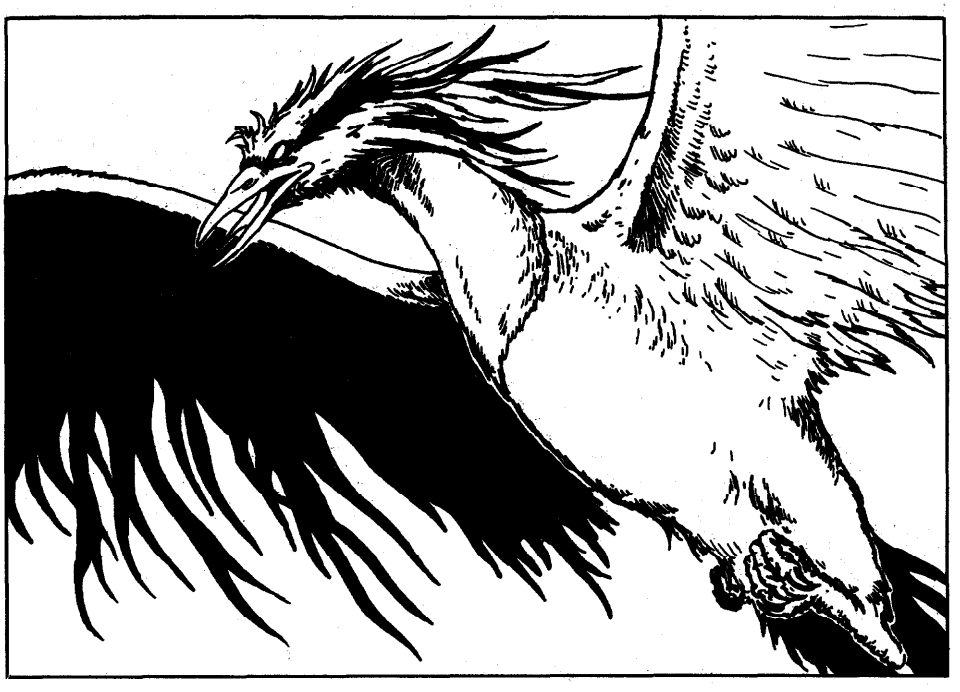
When hard pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, one being created for every five points of damage taken by the creature. In extremis, the phoenix creates a combination *fire storm* (of 2" high x 5" wide x 8" deep) and *incendiary cloud,* even if it has already used these powers previously. The result is a twice normal strength (40th level) effect with respect to both spell-like powers — which terminates the adult phoenix and leaves a gem-like egg behind. From this egg a new phoenix bird will arise in 20 days.

In addition to their own language, phoenix can speak with all avians. They otherwise communicate by limited telepathy or by means of empathy and telempathy of a limited sort.

The phoenix can neither attack nor be attacked by psionic means. The creatures possess the following disciplines:

Cell Adjustment (as cleric; 1/day, 20th level of mastery), *Energy Control* (3/day), *Molecular Agitation* (3/day, 20th level), *Probability Travel* (1/week, 10th level).

Description: A phoenix appears similar to a peacock, although it is far larger and its beak is longer in proportion. The plumage includes bright violet, scarlet, crimson and flame orange areas. Beak and claws are of blue violet. Eyes are a deep, glowing ruby color.



The feathers of the phoenix command an average of 50 g.p. each; its gem-like beak, talons, and eyes will go for a hundred times that, and its body is prized by alchemists seeking to make certain potions. Thus, an already rare creature is rarer still. . . .

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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All of you Scholarly Readers are familiar with Djinni and Efreeti, the best known of Geniekind. Now you will know all about the rest of the group — Dao, Jannee, and Marids. The Dao and Marids are included in the *Lost Caverns of Tsojcanth* module, along with quite a few other new monsters, but repetition does no harm, and many of you will not have seen the module. Enjoy rounding out your *1001 Nights* scenarios! Next issue we'll cover some additional types of elves and their canine companions.

Jann

FREQUENCY: *Very rare*
NO. APPEARING: *1-2 (10% 1-8)*
ARMOR CLASS: *3 (plus possible armor)*
MOVE: *12"/30"*
HIT DICE: *6 + 2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *by weapon, plus strength bonus*
SPECIAL ATTACKS: See *below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Very-exceptional*
ALIGNMENT: *Neutral (good tendencies)*
SIZE: *M (6'-7' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VI / 975 + 8 / h.p.*

The race of the Jannee is the weakest of the elemental humanoids (cf. *Dao, Djinni, Efreeti, Marid)* collectively known as Genies. This is because a jann is formed out of all four of the elements and must therefore spend most of his or her time in the Prime Material Plane.

Jannee often (60%) wear chainmail armor, which gives an effective armor class of 2. They typically use large scimitars (equal to bastard swords) and composite longbows. Males have strength ranging from 18/01 to 18/00, females from 17 (roll of 01-50) to 18/50 (roll of 51-00).

In addition to their ability to fly, jannee have the following spell-like powers which they can employ at will, one at a time, one per melee round: *growth/reduction* (twice/day), *invisibility* (three times/day), *create food and water* (once/day, as a 7th-level cleric), and *etherealness* (once/day, 1 hour maximum duration). Jannee perform at 12th level of ability for spells, except as noted.

Jannee are able to dwell in air, earth, fire, or water environments for up to 2 days (48 hours). This includes the Elemental Planes, to which any jann can travel — even taking up to six individuals along, if those persons form a hand-holding circle with the jann. Failure to return to the Prime Material Plane within 2 days inflicts 1 point of damage per hour on the jann, until death occurs or a return to the said plane occurs. Travel to other Elemental Planes is possible, sans damage, providing at least 2 days were previously spent on the Prime Material immediately prior to the travel.

Jannee tend to be suspicious of humans. They do not like demi-humans, and they detest humanoids. Jannee will accept djinn, but shun dao, efreet, and marids. They favor dwelling in forlorn desert areas, at hidden oases, where they have privacy and safety. They will sometimes befriend humans or work with them for some desired reward (typically potent magic items).

The society of jannee is very open, with males and females regarded as equals. A group of 11-30 individuals typically makes up a tribe ruled by a Sheik, with 1-2 Vizers. Exceptionally powerful Sheiks are given the title of Amir, and in time of need can gather and command large forces of jannee (and allied humans, at times).

Jannee leader types have genius intelligence and greater hit dice (up to 8+4 for Sheiks, 9+5 for Amirs) and strength (19 possible 10% of the time). Vizers have genius to supra-genius intelligence and the following additional spell-like powers, usable three times per day each at the 12th level of ability: *augury, detect magic,* and *divination.*

In addition to knowing the Common Tongue and the various languages of Geniekind, jannee are able to speak with animals.

Dao

FREQUENCY: *Rare*
NO. APPEARING: *1 (10%, 2-5)*
ARMOR CLASS: *3*
MOVE: *9"/15" (6")*
HIT DICE: *8 + 3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3-18*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low-very*
ALIGNMENT: *Neutral evil*
SIZE: *L (8'-11' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VII / 1300 + 12 / h.p.*

A dao (this form is also the plural) is a creature from the Elemental Plane of Earth, related to *efreet, djinn, jannee,* and *marids* (qq.v.). While they are generally found on that plane (where they are uncommon), the dao love to come to the Prime Material Plane to work evil.

Their magical properties enable them to perform any of the following spell-like powers, one at a time, once each per day: *change self, detect good, detect magic,* assume *gaseous form,* become *invisible,* fulfill another's *limited wish* (in a perverse way), use *misdirection, passwall,* create a *spectral force,* and create a *wall of stone.* In addition, dao can *transmute rock to mud* three times per day and use *dig* as often as six times per day. Dao perform these abilities at the 18th level of spell use:

It is possible for a dao to carry 5,000 g.p. weight without tiring. Carrying double this weight will cause tiring in three turns. For every 1,000 g.p. of weight under 10,000, add one turn to the length of carrying ability; i.e., a 6,000 g.p. weight allows seven turns of either walking or flying. After tiring, dao must rest for seven turns. Note that dao can move through earth (not worked stone) as if at a burrowing speed of 6". They cannot take living beings on such excursions.

Dao are not harmed by earth-based or earth-affecting spells. Holy water has *double* the normal (adverse) effect upon these monsters.

Only the efreet are friendly towards dao. Dao hate djinn, jann, and marids. The dao dwell in the great Dismal Delve on their own plane, and in deep caves, caverns, or cysts on the Prime Material Plane. Their ruler is said to be a khan served by hetmen and atamen.

Dao regard servitude as do efreet, and are even more prone to malice and revenge.

Dao speak all geniekind languages, as well as Common and the languages of Earth Elementalkind.

Dao can travel in the Prime Material, Elemental, and Astral planes.

Marid

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *9'/15"//24"*
HIT DICE: *13*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *8-32*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *25%*
INTELLIGENCE: *High-genius*
ALIGNMENT: *Chaotic*
SIZE: *L (18'tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VIII/5,000+18/h.p.*

Marids are the most powerful of all Geniekind. (See *Dao, Djinni, Efreeti, Jann.)* They are formed of material from the Elemental Plane of Water. On their own plane they are rare; marids seldom come to the Prime Material Plane.

Their magical properties allow them to use any of the following spell-like powers, one at a time, twice each per day: *detect evil/good, detect invisible, detect magic,* become *invisible,* assume *liquid form, polymorph self, purify water.* Marids can do the following up to seven times per day: assume a *gaseous form, lower water, part water,* create a *wall of fog,* bestow *water breathing* upon others for up to one full day. Marids can always *create water* (which they can direct in a powerful jet up to 6" long, causing both a blinding effect on the individual struck and from 1-6 points damage) and *water walk.* Once per year a marid can use an *alter reality.* Marids perform at a level of spell use equal to 26th.

It is possible for a marid to carry 10,000 g.p. weight without tiring. Carrying double this weight causes tiring in but three turns. For every 2,000 g.p. weight being carried under 20,000, add one turn to length of carrying ability; i.e., a 12,000 g.p. weight can be carried for seven turns before tiring occurs. Tired marids must rest for six turns. Note that marids swim very fast. Of course they can breathe water and are at home at any depth, having both ultravision and infravision.

Marids are not harmed by water-based spells. Cold-based spells allow them +2 on saving throws and -2 on each die of damage. Fire does +1 per die of damage, with saving throws at -1. Note that steam does not harm them.

Marids tolerate djinni but do not particularly like them. The same is true of jannee. Dao and efreeti are disliked. Marids are loosely ruled by a Padisha, for all claim to be shahs, atabegs, beglerbegs, or mufti at the very least. The race of marids is very independent and egoistic.

Forcing a marid to serve is a most difficult task. Bribery and flattery may be slightly more successful, but marids can never be relied upon.

Marids speak all languages through a form of ESP. They can travel the Astral, Elemental, Ethereal, and Prime Material planes.

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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Once upon a time elves were more often encountered in outdoor adventures as groups, rather than running into them just about everywhere as adventurers and NPCs. Well, that is again possible: Two new non-good elf types, Valley Elves and Grugach, are now members of the roster of AD&D™ game creatures.

Offered along with these two new types of elves, appropriately enough, is the Cooshee, or elven dog. Some of our Perceptive Readers will recognize the latter from a recent module, *The Lost Caverns of Tsojcanth.* The rest of you will just have to get bitten. . . .

Grugach

FREQUENCY: *Very rare*
NO. APPEARING: *20-80*
ARMOR CLASS: *6*
MOVE: *15"*
HIT DICE: *1 + 1*
% IN LAIR: *50%*
TREASURE TYPE: *Individuals N, Q; B in lair*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *+1 with bow or spear*
SPECIAL DEFENSES: *Traps*
MAGIC RESISTANCE: *90%, vs. charm and sleep only*
INTELLIGENCE: *Average and up*
ALIGNMENT: *Neutral (chaotic)*
SIZE: *S (4½ tall)*
PSIONIC ABILITY: *Nil**
Attack/Defense Modes: *Nil**
LEVEL/X.P. VALUE: *II and up / variable*
* possible to exist in unusual characters

The grugach are "wild" elves akin to sylvan elves, but smaller, thinner, and very fair. They are completely xenophobic, distrusting even other types of elves. Thus they are seldom, if ever, encountered outside their tribal lands.

Except as noted, grugach conform to the specifics of wood elves and elfkind in general. Despite their small stature, grugach have broad shoulders and great strength (add +2 on strength dice roll, treating 19 or 20 as 18).

All adult grugach are able to set traps. These consist principally of pits and snares in and around their home territory (lair). As such traps are well concealed, there is a 90% chance that creatures passing near one will be caught in it. This chance drops to 30% if careful examination is done by characters passing through a trapped area. Pits are normally 10 feet deep and spiked, so damage is 1-4 (fall onto earth-floored pit) plus 1-6 per spike, plus poison (50% chance). Snares are usually set to encircle and jerk victims off their feet and suspend them 5' or more above the ground. Some snares are *deadfalls* — a heavy log crashes down for 5-8 d6 of damage and pins the victim fast as well.

Grugach are not magic-users, but dual-classed ones will be fighter/druids. They are on good terms with all animals of the forest, save those of evil nature. They will often (70%) have stags four mounts.

About 20% of contacts with wood elves will actually be with grugach.

Valley Elf

FREQUENCY: *Very rare*
NO. APPEARING: *10-40 (20-240)*
ARMOR CLASS: *4*
MOVE: *12"*
HIT DICE: *1 + 2*
% IN LAIR: *10%*
TREASURE TYPE: *Individuals M, N; G, S, T, in lair*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type or 1-10*
SPECIAL ATTACKS: *+1 with bow or sword*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *90%, vs. charm and sleep only*
INTELLIGENCE: *High and up*
ALIGNMENT: *Chaotic neutral*
SIZE: *M (5½' + tall)*
PSIONIC ABILITY: *Nil**
Attack/Defense Modes: *Nil**
LEVEL/X.P. VALUE: *III / 65 + 2/h.p. (average individuals only)*
**possible to exist in unusual characters*

Whether they are a separate race of elvenkind, or simply an offshoot of gray elves, the elves of the Valley of the Mage (valley elves) have distinctive features and characteristics. As tall as most humans, they are thin and have sharp, pointed features. They are reclusive and resent intrusion. If anything, valley elves are *neutral* in alignment, with respect to good and evil. Otherwise, they tend to have the same characteristics as gray elves, although they do not use steeds other than horses as far as is known. All other sorts of elves, including the dark elves (drow), shun valley elves. The latter, in turn, dislike association with any races, save perhaps for gnomes, whom they tolerate.

With respect to type of habitat, composition of a group, weaponing, and special abilities, valley elves follow the statistics found in the Monster Manual under *Elf.*

Valley elves use cooshee as guard animals, and 75% of the time there will be 1-4 elven dogs with a wandering band of these elves, while in the elves' lair there is a 90% probability that there will be 2-8 cooshee.

In the WORLD OF GREYHAWK™ Fantasy World Setting, valley elves are found only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, Gran March, Ket, and the Grand Duchy of Geoff — probably at the behest of their liege. Their tolerance of gnomes probably stems from the fact that these latter demi-humans also serve the Mage of the Valley.

Cooshee

FREQUENCY: *Rare*
NO. APPEARING: *1-8*
ARMOR CLASS: *5*
MOVE: *15" (21")*
HIT DICE: *3 + 3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *7-10*
SPECIAL ATTACKS: *Overbearing*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *111 / 110 + 4/hp*

A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly, these beasts are found in company with sylvan elves. A cooshee moves quickly, and in straight-line chases speed is far greater (21").

When fighting it will strike with its huge forepaws, attempting to knock man-sized bipedal creatures off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (+4 "to hit"). Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they do so only to warn their masters.

Description: A cooshee is the size of the largest dog. It has a greenish coat with brown spots. This coloration, coup-'died with its ability to move silently, gives it the ability to conceal itself easily in brush, woodlands, etc. (75% chance of hiding). The typical elven dog weighs over 12 stone, often attaining 15 stone. Paws are huge and heavily nailed. The tail is curled and held above the back.

by Gary Gygax

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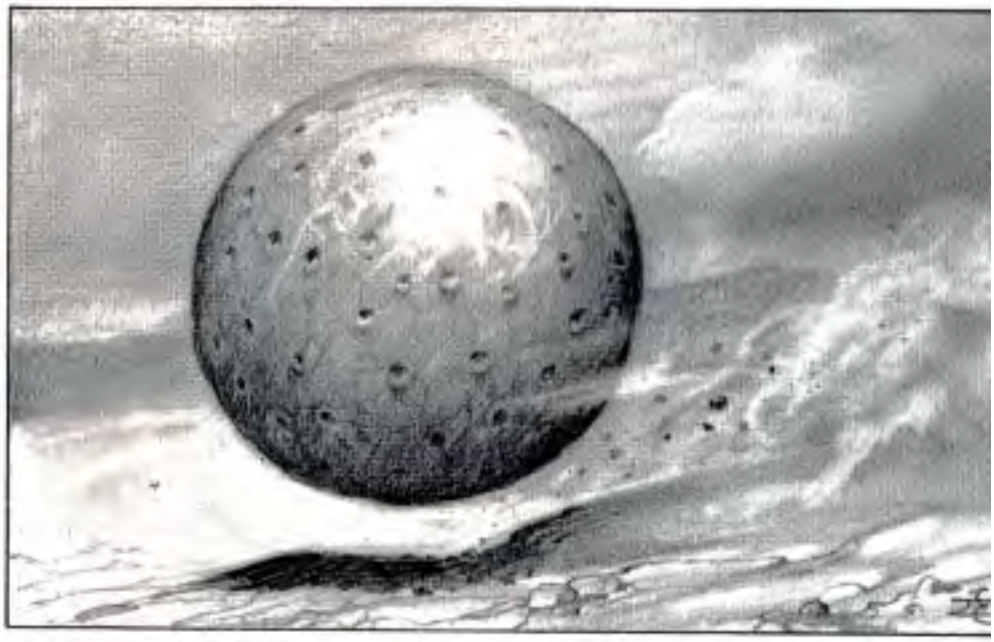
Some of you will be encountering the nasty fungoid monsters which are begun here and will be completed next issue. I have them included in a module, but nothing else needs be said.

Unlike the Myconids of module A4 *(In the Dungeons of the Slave Lords),* these creatures are evil and not fun to encounter: all attack and no talk. Because they are quite different from most sorts of monsters, I hope you find them amusing and entertaining.

Ascomoid

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *12"* (see below)
HIT DICE: *6 + 6*
% IN LAIR: *40%*
TREASURE TYPE: *Incidental*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1 h.p./1' cloud*
SPECIAL ATTACKS: *Spore jet*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Unratable*
ALIGNMENT: *Neutral (evil)*
SIZE: *L (5'-10' cloud)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VII / 775 + 8/hp*



Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling, and at first this is slow: 3" for the first round (after being stationary), 6" the next, then 9", then 12" — but the creature can maintain this 12" rate, once it is attained, for hours without tiring. The surface of an ascomoid is covered with numerous pocks which serve as sensory organs. Each creature can also emit a jet of spores.

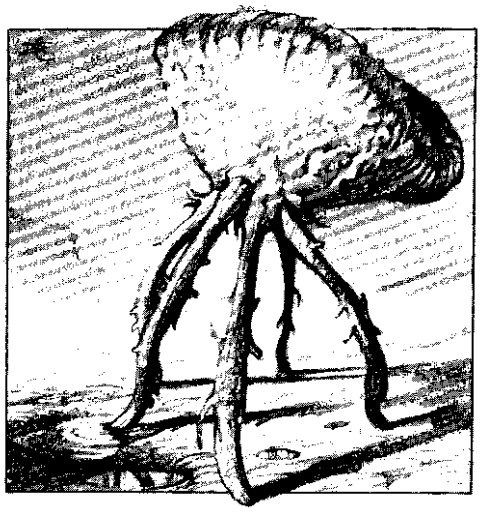
Ascomoids attack by roiling into/over their opponents, but they can likewise use their spore jets to attack dangerous enemies. Large opponents, or those who have inflicted damage upon ascomoids, will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the spore jet puffs into a cloud of about 6-foot diameter. The subject creature(s) must save versus poison or die from infection of its (their) internal systems. Even those victims who make saving throws are blinded and choked to such an extent that it will require 1-4 rounds to recover and rejoin melee. Meanwhile, such victims are helpless, and all attacks made upon them are at +4 with no shield or dexterity bonuses allowed to the defender.

Ascomoids are able to heal themselves unless pierced deeply. Piercing weapons over 6 feet long (such as spears) score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Smashing weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage. Magical attack forms such as *magic missiles, fireballs, lightning bolts,* etc.. are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) Since these fungi have no minds by discernible standards, all spells affecting the brain *(charm, ESP,* etc.), unless usable versus plants, are ineffective.

Basidirond

FREQUENCY: *Rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *4*
MOVE: *6"*
HIT DICE: *5 + 5*
% IN LAIR: *60%*
TREASURE TYPE: *Incidental*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-8 (+ smothering)*
SPECIAL ATTACKS: *Hallucinatory spores (see below)*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Unratable*
ALIGNMENT: *Neutral (evil)*
SIZE: *M (6'-7' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VI / 475 + 6/hp*

Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color and upper portions looking much as if they were reversed umbrellas whose interior is sooty black. In combat the fungoid monsters lash forward with their cone-shaped caps. A



successful hit inflicts 2-8 points of damage and requires the victim to save versus poison or else have spores clogging its respiratory tract. A victim will smother from these growths in 2-5 rounds unless a *cure disease* (or its equivalent) is cast upon the individual. Basidironds can otherwise use their *hallucinatory spores,* which they emit only when they are standing quietly. These spores form an invisible cloud in a radius of 20" to 35" from each fungus. The spores cause each creature within a cloud to save vs. poison or begin hallucinating. Hallucination lasts as long as the individual is within the cloud area and for 1-4 rounds after the victim leaves it. Typical hallucinatory perceptions and their effects on victims are:

1. Individual in a swamp; strips off armor to keep from sinking.
2. Spiders attacking; individual strikes/attacks floor area to kill them.
3. Individual has shrunk; shouts for help to return to normal size.
4. An item being held turns into a viper; individual drops it and leaps back to avoid strike.
5. Individual is suffocating; runs gasping in random directions to breathe.
6. Associates are diseased; individual avoids 50' proximity of them.
7. Individual feels as though body melting; stands howling and "holding self together."
8. Leech on back; individual tears off anything worn on back and attacks it.

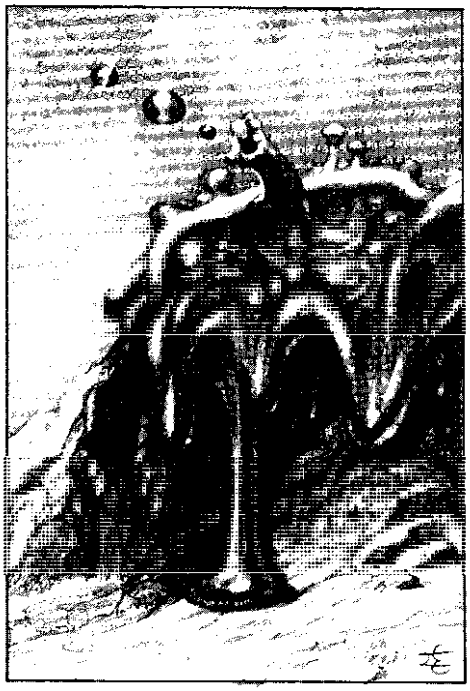
Basidironds have no minds as humans define/discern them, so all forms of mental attacks, including *charm monster, hold monster,* and spells, have no effect. Cold-based attacks do not damage basidironds, but they slow the monsters to 50% normal movement and prevent both types of spore attacks.

Phycomid

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *5*
MOVE: *3"*
HIT DICE: *4*
% IN LAIR: *80%*
TREASURE TYPE: *Incidental*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-6/3-6*
SPECIAL ATTACKS: *Infection*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Unratable*
ALIGNMENT: *Neutral (evil)*
SIZE: *S (2'd. maximum)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V / 280 + 5/hp*

Alga-like phycomids appear to be fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. They have a highly alkaline substance which they exude when attacking. Attack by phycomids involves an extrusion of a tube and discharge of the alkaline fluid — small globules which have a range of 7-12 feet. These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters.

In addition to alkaline damage, the globs which these creatures discharge might also cause victims to serve as hosts for the growth of new phycomids.



If a victim fails to save versus poison, the individual will begin to show mushroom-like growth in the infected area. This will occur in 5-8 rounds and inflict 5-8 points of damage. The growths will then begin to spread throughout the host body, killing it in 5-8 turns, and turning it into a new phycomid.

Phycomids are immune to all forms of mental attacks, including *charms, holds,* etc. Fire-based attacks are saved against at +4, and damage inflicted is either half normal or none.

by Gary Gygax

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Last issue three nasty new fungoid monsters — the Ascomoid, Basidirond, and Phycomid — were offered. The Ustilagor and Zygom, described herein, complete the offering. Now, would you enjoy meeting the creature who has them for playmates? In case anyone is wondering if these creatures were the result of requests from readers, the answer is no. In order to make certain our Kindly Editor had a sufficient supply of monsters, I went ahead with the fungi. Months have a way of rolling past without notice, and Yours Truly too often gets caught with nothing in print in any of the columns promised. I hope there will be sufficient feedback from you Gentle Readers for a column devoted to requests.

At some point there must be an end to monsters. I employ only a certain few in my general campaigning and load the unusual critters into weird settings or deep dungeons. While we present many new and different creatures, the world of monsters has finite limits — or does it? If the various planes of existence are detailed, then there is room for many hundreds of new creations. Do you Thoughtful Gamers desire an enumeration of the inhabitants of the uncounted planes? If so, this column will eventually turn to that area. What say?

Ustilagor

FREQUENCY: *Rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *5*
MOVE: *9"*
HIT DICE: *3 + 3*
% IN LAIR: *90%*
TREASURE TYPE: *Q (x1-20)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-5 (+ poisoning)*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Unratable*
ALIGNMENT: *Neutral (evil)*
SIZE: *S (1'-1½' diam.)*
PSIONIC ABILITY: *150 + 5-30*
Attack/Defense Modes: *D/F*
LEVEL / X.P. VALUE: *V / 215 + 4/hp*

Ustilagor fungi appear to be brain-like growths with coral-like appendages. Although soft and not fast in normal movement terms, they can scuttle and dart, and this accounts for their relatively high armor class. Their attack form consists of flicking out ribbon-like tendrils about 3' long. A hit inflicts damage due to alkaline fluids and causes the victim to save versus poison or suffer additional like damage (2-5 hp) next round as the caustic substance affects its body.

Ustilagors have no intelligence or mind as defined by human standards, so mental attacks do not affect them. (See AD&D™ Players Handbook, p. 11, *Wisdom Table,* asterisked paragraph regarding Magical Attack Adjustment.) These monsters do, however, have some form of brain, for they have psionic powers.

Ustilagors can employ *telempathic projection* to project the following emotions at an individual during a round: *hate* (of associate), *distrust* (of associate), *fear* (of fungi), *loathing* (of area), or *uncertainty.* These projected emotions cause attack, bickering, desertion, or dithering, accordingly. Ustilagors also use *energy control* to protect themselves from spell attacks and the like. They attack psionic individuals only by *id insinuation* (as related to the strongest basic emotions). Only a *psionic blast* will affect them in turn.

Zygom

FREQUENCY: *Rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *8*
MOVE: *1"* (or as host; see below)
HIT DICE: *3* (+ host's; see below)
% IN LAIR: 50%
TREASURE TYPE: *By host type and/or incidental*
NO. OF ATTACKS: *By host type*
DAMAGE/ATTACK: By *host*
SPECIAL ATTACKS: *Milky glue*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Unratable*
ALIGNMENT: *Neutral (evil)*
SIZE: *By host size (1/6' - 1/4' per growth)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL / X.P. VALUE: *III / 65 + 3/hp*

Zygoms are individually small fungoid growths which consist of a short, thin stem with an ovoid cap. One or two dozen such growths are conjoined by a rhizome structure to make up a singular community creature, a zygom. Although able to exist in earth, zygoms prefer to infest living creatures, nourishing themselves on the host's blood and flesh. This infestation controls the host creature by brain and nerve connections. It leads to death of the host in 1 to 8 weeks, depending on the size and constitution of the host creature. The zygom remains until the whole of the dead body is consumed and then moves on.

As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing zygoms. Infestation is typically on the head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips (see FIEND FOLIO® Tome), and occasionally small humanoids.

Whenever a colony of zygoms comes into rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap will stick fast to the creature. This "milk" is extremely sticky, and it has the power to glue materials together for 2-5 days before the substance dries and crumbles. If glued to flesh, a colony of zygom spores will infect the creature and begin growth by the time the glue powders, i.e. infest and control the host. Only a *cure disease* will remove this infestation. Zygom glue can be otherwise embarrassing, for it will stick weapons to targets, creatures to creatures, etc.

As zygoms have fungoid intelligence which is totally alien to humans, no magic affecting the mind — *beguiling, charming, dominating, holding, hypnotizing,* etc. will affect them.

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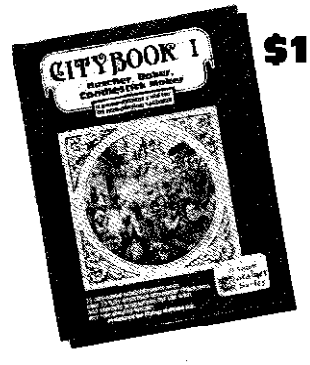

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